YILIU (AIDEN) LI

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EDUCATION

UNIVERSITY COLLEGE LONDON *Sep 2023 – Jul 2026*
BSc Computer Science

PUBLICATIONS

- **Aiden Yiliu Li**, Bizhi Yu, Daoan Lei, Tianhe Ren, and Shilong Liu. "**Chain of Ground: Improving GUI Grounding via Iterative Reasoning and Reference Feedback.**" Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR '26), under review.
- Violet Yinuo Han, Ziru Wei, **Aiden Yiliu Li**, Chris Wu, and Alexandra Ion. "**Embodiment and Interaction Influence Perceptions of Robotic Collaborators in Everyday Physical Tasks**." Proceedings of the ACM CHI Conference on Human Factors in Computing Systems (CHI '26), under review.
- Jing Xue, Madhankumar Vasudevan, **Aiden Yiliu Li**, Zhouyang Shen, James Hardwick, Martin Dechant, and Marianna Obrist. "**KiTaFab: Kinaesthetic and Tactile Mid-air Haptics Fabric Experiences.**" ACM Transactions on Computer-Human Interaction (TOCHI), under review.

RESEARCH & TEACHING EXPERIENCES

Research Assistant *Jun 2025 – Sep 2025*
Carnegie Mellon University Human Computer Interaction Institute (CMU HCII)
- Conducted research in **Physical Intelligence** and **Human-Robot Interaction** by integrating VLM and VLA on robotic arms.
- Conducted research on how embodiment and interaction shape perceptions of robotic collaborators (submitted to CHI 2026).

Research Assistant *May 2025 – Present*
Tsinghua University Pervasive HCI Group (Tsinghua PI Lab)
- Conducting research in **LLM Ideation** and **LLM Review**, by developing a GUI LLM platform, and to enable low-cost collection, organization and synthesization of scientific facets.
- Designing and developing cross-platform mobile webapp for **online AI hemifacial spasm analysis** via facial analysis.

Research Assistant *Aug 2024 – Apr 2025*
UCL Computer Science Multi-Sensory Devices (MSD) Group
- Developed and deployed **Virtual Reality (VR)** environment, enhanced experience in fabric touch perception.
- Contributed to research on **kinaesthetic illusion** through experimental support, and literature review.
- Supported in preparing presentations and research summaries about **pseudo-haptics**.
- **Supervisor: Prof. Marianna Obrist**

Teaching Assistant *Sep 2025 – Present*
UCL COMP0016 System Engineering
- Supervised multi-disciplinary, industry-sponsored CS teams (e.g., Microsoft, Intel, IBM, Cisco), owning weekly cadence, stakeholder communication, and risk management to keep projects on track.
- Delivered deep technical mentorship across **AI/ML (LLMs, NLP, RAG/Agentic AI), HCI, CG/AR/VR, computer vision,** and **cloud/mobile**, assisted in system architecture and end-to-end implementation of system.
- **Module Leader: Prof. Dean Mohamedally**

Teaching Assistant *Sep 2024 – Present*
UCL ENGF0034 Design and Professional Skills I (Computer Science)
- Assisted students with **Python** coding, AI game auto player development, and debugging techniques.
- Provided support in understanding internet protocols and real-world networking applications.
- **Module Leader: Prof. Martin Benning**

INDUSTRIAL & LEADERSHIP EXPERIENCES

Head of Nexus Lab *Sep 2025 – Present*
UCL Artificial Intelligence Society
- Directing Europe's largest student-led AI research lab, overseeing multi-pillar programmes and leading faculty/PhD-mentored teams from ideation to publication.
- Organized regular **academic events** to connect students and researchers, designed **research roadmaps**, and built structured pipelines guiding students from learning to active research participation.

Campus Ambassador   *Oct 2025 – Present*
TRAE, ByteDance
- Advocated for the AI-powered coding IDE on campus, organised workshops and fostered a community of student developers

Y Combinator AI Startup School   *16-17 June, 2025*
- Selected to join an exclusive program convening leading AI founders, researchers, and investors (including **Sam Altman, Dr. Andrew Ng, Prof. Fei-Fei Li, Prof. Chelsea Finn, Garry Tan** and **Satya Nadella**) to explore frontier developments in AI innovation and entrepreneurship.

AI Product Manager Intern   *Feb 2025 – Present*
Ponder AI
- Actively supporting initiatives such as Keyboard Shortcuts, Mind Map View, and Accuracy Optimization.
- Proposed, designed, and launched multi-functional **AI Chatbox** that supports in-contextual quotation.
- Assisted in structuring **product roadmaps**, gathering **user feedback**, and optimizing AI functionalities to enhance usability and user engagement.

PROJECTS
SightLinks – UCL IXN Project   *Oct 2024 – Mar 2025*
- Collaboration with UCL GDI Hub, Wheelchair Alliance, and Soundscape, to enhance accessibility solutions for disabled individuals.
- Trained machine learning model based on **MobileNetV3**, **YOLO11**, and utilized georeference techniques for precise zebra crossing detection and geolocation from satellite imagery, with a precision of **>85%.**
- **Project Page:** http://students.cs.ucl.ac.uk/2024/group15

CUDA Accelerated SDOT Kernal Development at UCR Supercomputing Lab   *Jun 2023 – Aug 2023*
- A breakthrough was achieved in creating an innovative algorithm for computing SDOT by optimizing **GPU-accelerated** kernels, enhancing efficiency, and minimizing data movement through **CUDA** programming and innovative techniques.
- **Source code: https://github.com/yiliu-li/Optimized-Cuda-SDOT-Kernel-on-NVIDIA-Turing-GPUs**
- **Supervisor: Prof. Zizhong (Jeffery) Chen**